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# the expert

## INSTRUCTIONS

PLEASE READ THIS  
BOOKLET BEFORE  
USING THE EXPERT CARTRIDGE

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PLEASE NOTE:

JAN 1987 v2.9

If you have a disk drive, then use PARTS 1,2 & 4 of these instructions. Tape users should refer to PARTS 3 & 4.

Please read the instructions carefully before attempting to use your EXPERT cartridge.

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IMPORTANT NOTE

THE EXPERT CARTRIDGE TAPE TO DISK SYSTEM IS INTENDED TO ALLOW YOU TO TRANSFER YOUR PROGRAMS TO DISK. HOWEVER, USERS MUST ASCERTAIN FOR THEMSELVES THAT THEY ARE NOT CONTRAVENING THE LAW BY DOING THIS. TRILOGIC DO NOT ACCEPT ANY RESPONSIBILITY WHATSOEVER FOR THE CONSEQUENCES OF THE USE OR MISUSE OF THIS PRODUCT.

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THE EXPERT CARTRIDGE.

INTRODUCTION.

THE EXPERT CARTRIDGE is a USER PROGRAMMABLE universal back-up system which can be used to BACK-UP, TRANSFER or CONVERT your programs from TAPE or DISK to TAPE or DISK. All types of programs can be handled including games, utilities and business software. Your back-up versions will reload without the EXPERT being needed at Turbo speed - usually in less than 30 seconds from disk.

To break into or freeze the program press the RESTORE key or ESM button; the EXPERT machine-code monitor will be activated so that you can then inspect and/or alter the program, restart it or save it to tape or disk. Its the easiest way to enter pokes - cheating made easy, and for advanced programmers - which other monitor operates invisibly over all of the 64K ram, allowing access to the ram under the Kernal & Basic roms

Unlike all other back-up cartridges, the EXPERT uses a RAM based cartridge which is programmed before use from tape or disk. This gives the EXPERT three great advantages over other back-up cartridges.

- 1) The software can be upgraded to overcome any forms of protection which attempts to defeat the EXPERT.
- 2) Upgrading is easy and cheap - just return your MASTER disk with £2.00 or send £3.50 for a new disk each time you want the latest version.
- 3) The EXPERT can be used with a Utility disk to enhance it's power and extend the number of functions. For example, a Reverse assembler, screen dump, printer dump, fast file copier etc are all under development. Please watch our advertisements for details .

EXPERT USERS can also benefit from joining the independent EXPERT USERS CLUB which costs only £3.75 for 6 months membership. Details should be included with your EXPERT. The monthly newsletter "EXPERTISE" will keep you informed of any imminent upgrades, new developments and lists Q values for most games. Your letters and any other contributions for publication are most welcome.

THE EXPERT USER CLUB, c/o 137 STONEFALL AVENUE, HARROGATE, HG2 7NS, ENGLAND



## PART 1. STEP BY STEP GUIDE - DISK BASED OPERATING SYSTEM.

Please read the more detailed instructions which follow this section until you have familiarised yourself with the operation of the EXPERT.

- 1) NEW A DISK FOR SAVING BACK-UPS OF YOUR PROGRAMS.
- 2) SWITCH OFF THE COMPUTER & INSERT THE EXPERT AND SET TO PRG POSITION.
- 3) INSERT EXPERT MASTER DISK AND TYPE: LOAD"PRG\*",8,1 (return)
- 4) FOLLOW THE ON-SCREEN INSTRUCTIONS.
- 5) TYPE N (return) & THEN SWITCH-OFF THE EXPERT WHEN THE COMPUTER HAS RESET.
- 6) LOAD AND RUN THE PROGRAM YOU WISH TO FREEZE.
- 7) SWITCH-ON THE EXPERT AND TAP RESTORE TO STOP THE PROGRAM (or USE THE ESM BUTTON TO DO THIS IF THE LED IS LIT)
- 8) INSERT YOUR NEWED BLANK DISK AND TYPE: Z"PROGRAM NAME" (return) WHERE PROGRAM NAME IS THE NAME OF THE PROGRAM YOU ARE TRANSFERRING.

WAIT FOR THE DOT PROMPT TO REAPPEAR BEFORE TOUCHING THE KEYBOARD AGAIN.

THAT'S ALL THERE IS TO IT - If you want to add more programs to the back-up disk simply repeat steps 5 to 8.

Section 5 will help you sort out any problems.

- 9) FINALLY, IF YOU HAVE NOT ALREADY DONE SO, COPY THE "BOOT" PROGRAM FROM THE EXPERT MASTER DISK ON TO YOUR BACK-UP DISK. (SEE PART 2, step 1)

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## PART 2                      DETAILED INSTRUCTIONS.

### SECTION 1. PREPARING A DISK FOR BACK-UPS.

- 1) INSERT THE EXPERT MASTER DISK INTO THE DRIVE AND TYPE:-  
LOAD"N\*",8 (return) AND THEN TYPE:-  
RUN (return)

This loads the "NO BLOCKS BOOT" & FAST FORMATTING PROGRAM.

If you need to format a disk to hold your back-ups, press F5 and then follow the on-screen instructions. The disk name can be up to 16 characters long. The disk ID is two characters long and MUST vary from disk to disk.

- 2) PRESS F3 TO SAVE THE "NO BLOCKS BOOT" PROGRAM ONTO YOUR BACK-UP DISK.  
PRESS F8 TO EXIT THIS PROGRAM AND RESET BACK TO BASIC.

The "No Blocks Boot" program is needed to generate a menu of the programs on your back-up disk and to reload whichever you select at turbo speed. You must use this program to reload any file longer than 202 blocks. Programs can be reloaded with other fast load utilities or by simply typing:-LOAD"PROGRAM NAME",8 (return)

#### A NOTE FOR ENHANCER DISK DRIVE USERS.

You may not be able to use the "No Blocks Boot" program with this drive. On the EXPERT MASTER disk is a program called "BOOT" which has the same function but there are two points to remember:-

- 1) This version of "BOOT" MUST be the first file on the disk.
- 2) It does occupy a small amount of disk space.

To copy "BOOT" onto your back-up disk, insert the EXPERT MASTER disk & type:-LOAD"BOOT",8 (return) Now insert your back-up disk & type:-SAVE"BOOT",8 (return)

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### SECTION 2. SETTING UP THE COMPUTER READY FOR SAVING OUT A PROGRAM TO DISK.

- 3) SWITCH OFF THE COMPUTER & INSERT THE CARTRIDGE WITH THE SWITCH IN THE 'PRG.' POSITION AND TURN ON THE COMPUTER.
- 4) INSERT THE EXPERT MASTER DISK INTO THE DRIVE.
- 5) TYPE LOAD"PRG\*",8,1  
This loads the cartridge with the operating software.
- 6) NOW FOLLOW THE ON-SCREEN INSTRUCTIONS.

NB The reminder to format your back-up disk will only appear once - at this point. When the monitor is entered on subsequent occasions this screen will NOT appear.

- 7) TYPE N AND PRESS RETURN.

This completes the programming and initialisation of the computer. You can now load and run the program you wish to freeze and/or back-up.

see section 5 paragraph 1 if you encounter programming problems.

If a program will not load, or seems to detect that the EXPERT is connected, type:-

P (return) instead of N at step 7.

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### SECTION 3. FREEZING AND SAVING YOUR PROGRAM.

8) SWITCH THE EXPERT 'OFF'.

9) NOW LOAD AND RUN THE PROGRAM YOU WISH TO SAVE TO DISK.

Ensure that your program BACK-UP disk is in the drive.

10) WHEN YOU WANT TO FREEZE THE PROGRAM, SWITCH THE EXPERT 'ON' AND THE TAP THE RESTORE KEY ONCE. Do NOT use the RESET button.

The screen will now clear and the EXPERT's machine code monitor will be activated. It is from within this monitor that all the functions of the EXPERT are controlled. The screen will typically look like this:-

```
05
PC SR AC XR YR SP LI QA NV-BDIZC
/ 2677 C3 22 44 56 FB 37 05
```

The two digits in the upper left corner are the Q value which has been found automatically by the EXPERT when you stopped the game. Please see section 5, part 2 for further details of the Q value.

The next line lists the various important registers and below are the actual values held in the registers at the instant the game was stopped.

The dot on the fourth line is the machine-code monitor cursor or prompt and shows that the EXPERT is in command.

You can change the screen colours to make it easier to read by using the + command. Please see Part 3 - THE MACHINE CODE MONITOR for more details of the commands.

#### NOTES

Some programs may cause the monitor prompt to appear the instant the EXPERT is switched on - so there is no need to press RESTORE.

With some of the latest games, the RESTORE key may have no effect, or the computer may "hang-up" when the EXPERT is switched on. In either case, it means that the ESM module or EXPERT with built-in ESM is needed.

USING THE ESM - The ESM is only needed for certain games.

Keep the EXPERT switched off until the RED led glows. (the led will only glow with programs that cannot be stopped with the RESTORE key). To stop these games, turn on the EXPERT & press the ESM button which is fitted on the top of the cartridge or ESM module.

Having stopped the program, you can inspect or alter it and then restart it to see what effect your alterations have had, or you can save the program on disk by following step 11.

11) TO SAVE THE PROGRAM TO DISK USE THE Z COMMAND - SO TYPE:-

Z"PROGRAM NAME" (return)

where PROGRAM NAME is the name of the program you are saving.  
(16 characters max)

The program will be compacted first as indicated by the flashing stiped border colours. This compacting process substantially reduces the amount of disk spaced needed for your programs. When this has finished, the program will be saved on disk. This may take up to 3mins, depending upon the size of the program.

The DOT prompt will then reappear. Do not touch the keyboard until then.

You can now, if you wish, restart the program by typing:-

R (return)

NB The R command must not be used after saving a program unless you are using V2.9 or later operating systems.

12) TO SAVE MORE PROGRAMS, PRESS N (return) TO RESET BACK TO BASIC.

13) YOU CAN NOW REPEAT THE LOADING/FREEZING/SAVING PROCESS FROM STEP 8

### SECTION 4. LOADING BACK PROGRAMS FROM DISK.

THE CARTRIDGE IS NOT REQUIRED.  
THERE IS NO NEED TO UNPLUG IT, JUST TURN THE SWITCH TO 'OFF'.

14) INSERT YOUR DISK OF BACK-UP PROGRAMS AND TYPE:-

LOAD"B\*",8 (return)

15) USE THE CURSOR DOWN KEY OR JOYSTICK TO SELECT THE PROGRAM YOU WISH TO LOAD, AND PRESS RETURN OR 'FIRE' TO LOAD IT.

16) ONCE THE PROGRAM HAS LOADED (after about 30 seconds) PLEASE WAIT A FEW SECONDS FOR IT TO UNCOMPACT AND RESTART.

17) At this point either of two things will happen:-

i) the program will run and perform as it should or.....

ii) it will hang-up immediately, when you press a key or move the joystick, or will suffer from a corrupted screen and/or sprites.

The most likely cause of back-up failure is the wrong Q value. See section 5 for details of the commonest problems and ways to overcome them.



## SECTION 5. PROBLEMS

### 1) DISK DRIVE MISALIGNMENT.

If the computer hangs-up during the programming procedure, it is possible that your disk-drive is slightly out of alignment. If the red disk-drive error light flashes during programming, then this is almost certainly the case. To get around this, make a back-up of the EXPERT MASTER disk using (preferably), a slow disk copier program such as the one supplied by Commodore with the drive.

### 2) WRONG Q VALUE.

The Q command is very important - the wrong Q value will most likely cause your back-up version to hang-up.

Because programs transferred to disk or tape with the EXPERT do not need the cartridge plugged in for loading back, a small amount of memory is needed for the program to be uncompact and reorganised just prior to restarting. However, with most programs these days, there is very little spare memory left and what available space there is varies in amount and location from one game to another.

When you press RESTORE, immediately, the EXPERT operating system attempts to find a free block of about 227 bytes where the uncompact routines are stored. These routines are now incorporated into the program and saved with it. The area found is shown by the two digits - the Q value - which appears in the upper left corner of the screen when you press RESTORE. The Q value shows where the free block is located and by adding two zeros to the Q value you can find the actual block used. Eg, Q = 04; block used = 0400 to 04E1. If the Q value is preceded by a minus sign then part of the screen memory has been used since the system could not find any other area. The side effect of this is that part of the screen will be corrupted on reloading but if you stop the game near the start - on a menu screen say, then when the game gets going, the new screen will overwrite the corrupt one.

It is possible that with future games, this "automatic" Q value finder could be defeated. So to find a free area yourself, use the M command to 'look' through the memory starting from 0400. Then when you have found what could be an unused area of 227 bytes (minimum) commencing at the beginning of a block set the Q value manually using the Q command.

NB A block starts when the last two digits of the first location end in 00 & 227 bytes is E1 in Hex so the area must extend to xxE1.

For example, Typing M 0400 (return) and using the space bar to pause the scrolling, could show that a possible free area starts from 0460 to 05D6. The nearest block begins at 0500 so from 0500 to 05E1 would be the area to use so set the Q value to 05 by typing: Q 05 (return). Don't omit the space.

3)

Some programs will not run if a disk drive is connected although they will load normally. If this happens, switch off the drive until you are ready to save the program. Eg Green Beret.

4) Some programs generate NMIs which activate the cartridge unexpectedly. By leaving the switch in the off position until just prior to pressing the RESTORE key to stop the program, this problem can be overcome in most cases. Eg Spiky Harold & Iridis Alpha.

5)

Some programs will not load, apparently detecting that the EXPERT is connected even though it may be turned off. They are in fact simply detecting that the memory has been altered from what it would have been had the computer just been powered up.

Type P (return) instead of N return if this happens. This will reset the machine in a slightly different way. Typing: P XY (return) will fill the memory with XY (where XY is any two digit number in HEX from 00 to FF) but with other random bytes inserted here and there. Only use P as a last resort since the compactor works more effectively with N.

## SECTION 6 TRANSFERRING A PROGRAM TO TAPE.

This section explains how to subsequently transfer a program to tape after you have first made a back-up on disk. If you do not have a disk drive, you should read PART 4 or see any separately enclosed instruction sheets.

- 1) THE CARTRIDGE IS NOT NEEDED.
- 2) INSERT A BLANK HIGH QUALITY TAPE INTO THE DATASETTE.
- 3) INSERT THE EXPERT MASTER DISK INTO THE DRIVE AND TYPE:-

LOAD"DISK\*",8 (return) and when the drive stops:-

- 4) INSERT THE BACK-UP DISK WHICH HOLDS THE PROGRAM YOU WANT TO TRANSFER.
- 5) NOW TYPE:- RUN (return)
- 6) USE THE CURSOR DOWN KEY TO SELECT THE REQUIRED PROGRAM.
- 7) FOLLOW THE ON-SCREEN INSTRUCTIONS.
- 8) THE COMPUTER WILL RESET WHEN THE SAVE IS COMPLETED.
- 9) TO RELOAD FROM TAPE USE SHIFTED RUN/STOP.

The computer will reset if a load error occurs. As the baud rate is quite high, you must use a good quality blank tape and your datasette must be in good condition. It may be necessary to demagnetise and clean the head, capstan and pinch wheel if loading is unreliable.



## PART 4. THE MACHINE CODE MONITOR.

### INTRODUCTION.

The Monitor software, which is part of the EXPERT CARTRIDGE TAPE TO DISK SYSTEM is a very powerful tool with several unique features. The Monitor is completely invisible to the user and can be used over the whole of the 64K ram. The syntax will be familiar to anyone who has used a Commodore machine-code Monitor.

Whenever you tap the RESTORE key (or press the ESM button where necessary), the screen will clear and the EXPERT's machine code monitor will be activated. It is from within this monitor that all the functions of the EXPERT are controlled. The screen will typically look like this:-

```
05
PC SR AC XR YR SP LI QA NV-BDIZC
/ 2677 C3 22 44 56 FB 37 05
```

The two digits in the upper left corner are the Q value which has been found automatically by the operating system when you stopped the game.

The next line lists the various important registers and below are the actual values held in the registers at the instant the game was stopped.

PC = PROGRAM COUNTER  
SR = STATUS REGISTER  
AC = ACCUMULATOR  
XR = X REGISTER  
YR = Y REGISTER  
SP = STACK POINTER  
LI = LOCATION 0001  
QA = THIS IS THE CURRENT Q VALUE AS SHOWN ON THE LINE ABOVE.

NV-BDIZC THIS SHOWS THE STATUS OF THE FLAGS. A FLAG WHICH IS SET IS UNDERLINED. You can change any of the flags by altering the SR value.

The dot on the fourth line is the machine-code monitor cursor or prompt and shows that the EXPERT is in command.

You can change the contents of all the registers by directly overtyping the current value with a new one.

## SECTION 7. THE MONITOR COMMANDS.

VERSION 2.9 ONWARDS.

ALL THE COMMANDS FOLLOW THE DOT PROMPT (.)  
TYPE THE COMMAND FOLLOWED ONE OR MORE PARAMETERS - AN ADDRESS IN MOST CASES.  
A ? WILL APPEAR IF YOU OMIT A OBLIGATORY PARAMETER.

EACH COMMAND IS FOLLOWED BY AN EXAMPLE. HEXADEcimal NOTATION IS USED.

COMMAND	PARAMETER(S)	FUNCTION
A	1000 LDX \$00	<u>ASSEMBLES</u> Starts assembly at \$1000, in this example the X register is loaded with the value in location \$00. You will then be prompted for the next instruction address. Press RETURN to terminate the assembly.
B		<u>BASIC LIST</u> This produces a listing of the BASIC part of any program similar to typing LIST in Basic. All anti-listing techniques are bypassed.
C	1000 2000 3000	<u>COMPARES</u> Compares the block from \$1000 to \$2000 with the block at \$3000 to \$4000. The address of any location which differs is displayed.
D	1000.	<u>DISASSEMBLES</u> Disassembles one line of code starting from location \$1000. If you omit the final . the disassembly will continue until you press the STOP key, or pause it with the SPACE BAR. This command has been changed in that you can now directly alter the disassembled code by using the cursor keys to locate the characters to be overwritten. Instructions, addresses and data can be altered as necessary. Press return to enter the changes.
D	1000 2000	<u>DISASSEMBLES</u> As above but disassembles between the two addresses specified.
E	2000 20FF 45	This command <u>EXCLUSIVELY ORS</u> the memory between the start and end addresses given with the byte specified in this case, 45.
F	1000 2000 XY	<u>FILLS</u> Fills memory from \$1000 to \$2000 with a value, where XY can be any number from \$00 to \$FF.
G	1000	<u>GOES TO (JUMPS)</u> Starts executing a program from location \$1000 using the current register values.
H	1000 2000 A9 00 FD	<u>HUNTS</u> Hunts through the memory between \$1000 & \$2000 for the sequence of bytes - in this case A9 00 FD and displays the addresses if any, where they were found.



H 1000 2000 'HELLO' HUNTS  
 Hunts between \$1000 & \$2000 for text string "HELLO" (in ASCII) and displays the addresses if found.

H 1000 2000 "TEST" HUNTS  
 Hunts between \$1000 & \$2000 for the screen value of the text string "TEST" (the ASCII sequence found with the previous H command would be 54 45 53 54 whereas the screen sequence given by this command would be 14 05 13 14)

I 4000 5087 CO INCREMENTS  
 Increments the area from 4000 to 5087 by CO.

J 5000 JUMP (subroutine)  
 Executes a JSR to \$5000 with an RTS afterwards.

K 4000 4FFF 0277 SEARCHES  
 Searches between the specified addresses for any references to the location \$0277 including branches.

K 4000 4FFF 0277 0350 SEARCHES  
 Searches between the specified addresses for any references to the memory block between \$0277 and \$0350.

K 4000 4FFF 3000 3FFF 70000 SEARCHES  
 Searches between the specified addresses for any references to the memory block between \$3000 & \$3FFF and change them to point to the area from \$7000 onwards.

L "PROGRAM NAME" LOADS  
 Loads a program from device 8 (disk) to the address from where it was saved.

.L "PROGRAM NAME" 08 2000 LOADS (relocated)  
 Loads a program from device 8 to memory commencing from location \$2000.

.M 1000. MODIFIES  
 Displays the contents of one line of memory (8 consecutive locations) starting at address \$1000, with the ASCII form on the right of the screen. You can alter the contents of any location with this command. Use the cursor keys to locate the byte you wish to overwrite. Enter the new value and press return. The new value will appear in place of the old one unless you are trying to "poke" into a rom location, when the old value will reappear. If you omit the final . the listing will continue until you press the STOP key or pause it with the SPACE BAR.

M 1000 2000 MODIFIES  
 As above but displays all memory between the specified addresses.

N NEW  
 Fills the 64k ram with the current fill byte & Resets back to Basic.

N XY NEW  
 Fills the 64k ram with the byte XY (XY lies within the range 00 to FF)

O Redisplays the current registers.

P SPECIAL NEW  
 Fills the memory with occasional random bytes and RESETS back to Basic.

P XY SPECIAL NEW  
 Fills the memory with XY (XY can range from 00 to FF) plus occasional random bytes followed by a RESET back to Basic.

Q  
 This command will try to find a block of memory suitable for use as explained in section 5 paragraph 2. This command is executed automatically when you enter the EXPERT by tapping RESTORE.

Q 02  
 This sets the Q value to 02 ie the block used starts at 0200 to approximately 02E1.

R RESTARTS  
 Restarts the program you halted by tapping the restore key. Can also be used after saving the program.

S "PROGRAM NAME" 08 1000 2000 3000 SAVES  
 Saves memory from \$1000 to \$1FFF to device 8 (disk) so that it loads back at \$3000.

S "PROGRAM NAME" 08 1000 2000 SAVES  
 Saves memory from \$1000 to \$1FFFF inclusive to device 8 (disk).

T 1000 2000 3000 TRANSFERS  
 Transfers the contents of the memory between \$1000 & \$2000 to \$3000 & \$4000. This is an improved T command. It will transfer between blocks which overlap. eg T 2000 4000 3000

U UNHEX  
 Converts a number from HEX to decimal. (opposite of ? command)

V "PROGRAM NAME" 08 VERIFIES  
 Verifies a program on disk with that in the ram and lists the addresses where there is a difference.

V "PROGRAM NAME" 08 4000 VERIFIES  
 Verifies a program on disk with that in the ram at 4000 and lists the addresses where there is a difference.

W WARM START  
 Causes a warm start similar to pressing run/stop restore.

X EXCHANGES  
 Toggling this key selects the memory map that the monitor is working in. The current map is indicated as either 00 which is all 64k ram or FF which is the normal CR64 default memory map.



- Z "PROGRAM NAME"                    SPECIAL SAVE  
Saves the program in a crunched or compacted form on disk.
- ? This converts a number from decimal to HEX.
- / 1000  
Alters the restart address, in this case to \$1000.
- .e  
Reads the disk error channel.
- .@S:DISKNAME  
Performs the disk command specified.
- ~~#~~ PROGRAM NAME  
Displays the start and end addresses of the program.
- .\$  
Lists the directory to the screen without corrupting memory.
- + 567  
This command allows you to change the screen colours. The digits (in HEX) set the colours in the order: border background text.

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 THE EXPERT CARTRIDGE - OPERATING SYSTEM UPGRADES.    £2.00  
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Important. Please enclose a good quality ss/sd disk with sleeve, free from other notches, and not damaged, bent or faulty, otherwise we will not be able to forward your upgrade. We can supply a new disk for £1.50 extra incl postage should you wish.

OVERSEAS Please add £1.00 extra.

TRILOGIC UPGRADE SERVICE    NB Please complete and return this slip with your payment, disk and stamped SAE.

PLEASE STATE WHERE YOU PURCHASED YOUR EXPERT CARTRIDGE.

NAME of SHOP.....

YOUR NAME ..... Your customer no.(if applicable).....

YOUR ADDRESS .....

.....

ACCESS/CASH/POSTAL ORDER FOR £    ;    ENCLOSED    Sorry cheques NOT accepted.

ACCESS No. .... Sorry not VISA or AM EX

SIGNED .....    DATE .....

NEW DISK REQ'D Y / N. MY CURRENT VERSION No. IS ..... (see disk label)